SPECIAL 'SALUTE TO HALLOWE'EN' ISSUE!

sonic the comic

95p

Number 12 OCTOBER 30th 1993
Britain's OFFICIAL SEGA COMIC
Every Fortnight!

starring SONIC THE HEDGEHOG

TRICK OR TREAT?

YOU DECIDE. READ DECAP ATTACK - IF YOU DARE!

STC3 Archive

PLUS! SONIC • STREETS OF RAGE • KID CHAMELEON!

CONTROL Zone

Your online guide to the sensational world of Sega and Sonic The Comic. Hosted by Megadroid.

Welcome Screen

Hey Boomers!
Pay attention. Big things are coming and they're coming fast!

For a kick-off, this issue sees the end of the current series of **Streets of Rage** and **Kid Chameleon** (fret not, pals, they'll both be back before you know it). Which means, of course, that next issue we start two new stories. A glance to the right will tell you just what those series are. Yes, due to huge demand, **Ecco the Dolphin** is coming to STC! You asked for him and - amazingly - the humes in charge heard your pleas. Joining **Ecco** will be a brand-new **Legend of the Golden Axe**. Totals thrills or what?

That's not all. How about some free gifts for the next couple of issues? STC's 13 and 14 will feature a couple of wild and wacky items exclusively for all you great Boomers out there. Hold it, there's more! Next issue contains a great new compo with truckloads of Sonic toys and games to be won. Then in the following issue we're giving away Sonic books - dozens of them.

And then - no, I think you've had enough excitement for one Control Zone. I keep forgetting what fragile nervous systems you humes have. Just make sure you have a regular order for STC. I wouldn't want you to miss anything!

Megadroid

Free Gifts!

STC starts the season of goodwill early by giving away great free gifts with the next two thrill-packed issues. Check out STC 13 for your exclusive, ready-to-wear, seriously fashionable STC belt clip! Then, in STC 14, well, let's just say that Christmas will never be the same again! Don't miss a single moment of the great things coming to you from STC. Start queuing outside your local newsagent now!

New To STC!

Coming next issue, the start of a brilliant new series featuring one of the hottest Sega Superstars ever - plus the return of an old favourite. Feast your optic circuits on the following:

THE LEGEND OF THE GOLDEN AXE

Ax-Battler, Gilius Thunderhead and Tyris-Flare return in their great new STC adventure, 'Plague of the Serpents'. Join the trio as they journey to Rockguard, home of Gilius' people - where sorcerous snakes await their arrival!

ECCO THE DOLPHIN

You've played the game - now prepare for **Ecco** the comic strip! Due to unprecedented demand **Ecco** gets his first ever story in STC beginning next issue. Join him as he searches the oceans of time for his friends, snatched away by the mysterious vortex.

The Sega Charts

All the chart action for all the Sega systems - in every issue of STC.

up | down | non mover | NEW new entry | RE re-entry

MEGA DRIVE

1 NEW MORTAL KOMBAT
2 ▼ JUNGLE STRIKE
3 NEW JURASSIC PARK
4 ▼ MICRO MACHINES
5 — PGA TOUR GOLF 2
6 — FLASHBACK
7 ▼ BUBSY THE BOBCAT
8 ▼ COOL SPOT
9 ▼ ECCO THE DOLPHIN
10 RE SUPER KICK OFF

MEGA CD

1 NEW BATMAN RETURNS
2 — NIGHT TRAP
3 ▼ FINAL FIGHT
4 — SHERLOCK HOLMES
5 ▲ ROAD AVENGER
6 ▲ PRINCE OF PERSIA
7 ▼ JAGUAR XJ220
8 — TIME GAL
9 ▼ AFTERBURNER 3
10 ▼ BLACK HOLE ASSAULT

MASTER SYSTEM

1 NEW MORTAL KOMBAT
2 — ASTERIX
3 ▼ SONIC THE HEDGEHOG 2
4 ▼ MICKEY MOUSE 2
5 ▼ ALIEN STORM
6 RE TAZ-MANIA
7 RE MICKEY MOUSE
8 ▼ DOUBLE DRAGON
9 NEW WORLD TOURNAMENT GOLF
10 ▼ CHAMPIONS OF EUROPE

GAME GEAR

1 NEW MORTAL KOMBAT
2 ▼ SONIC THE HEDGEHOG 2
3 ▲ LEMMINGS
4 ▼ MICKEY MOUSE 2
5 ▼ WORLD CUP SOCCER
6 — TAZ-MANIA
7 ▲ NINJA GAIDEN
8 ▼ STREETS OF RAGE 2
9 RE TERMINATOR
10 RE SUPER KICK OFF

PENGUIN ELSPA > CHARTS < GALLUP

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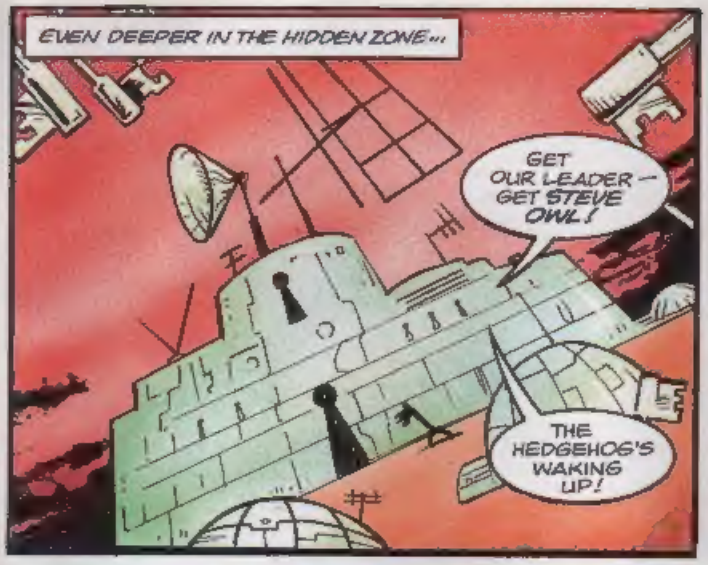
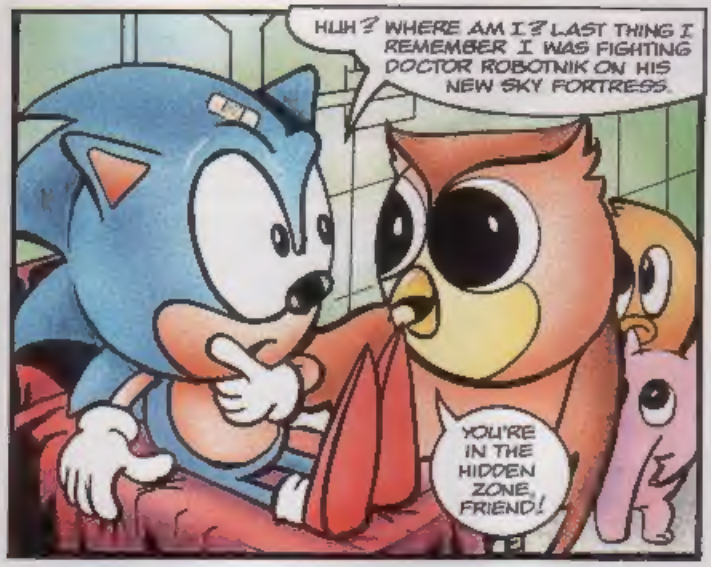
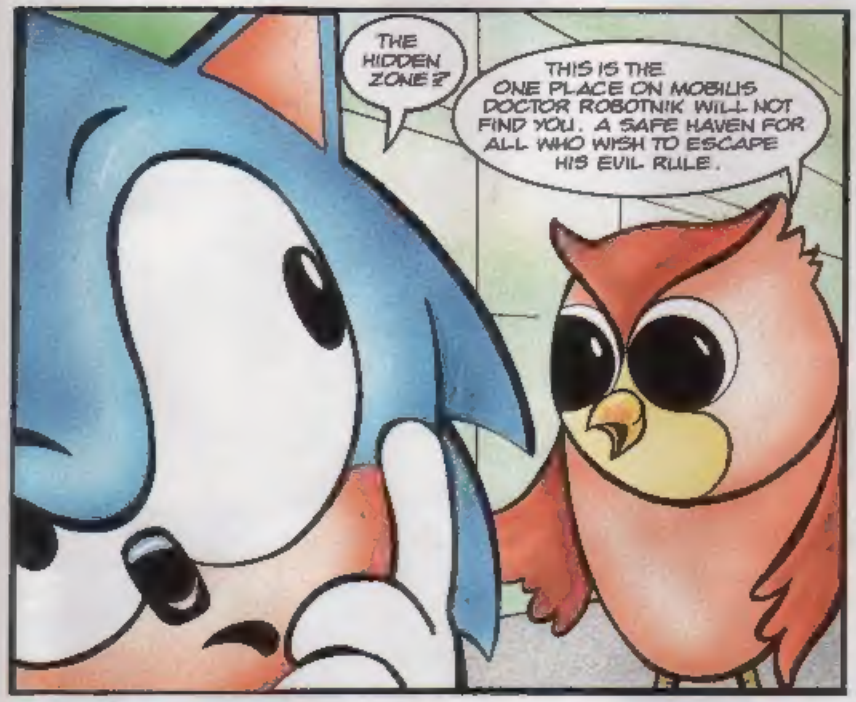
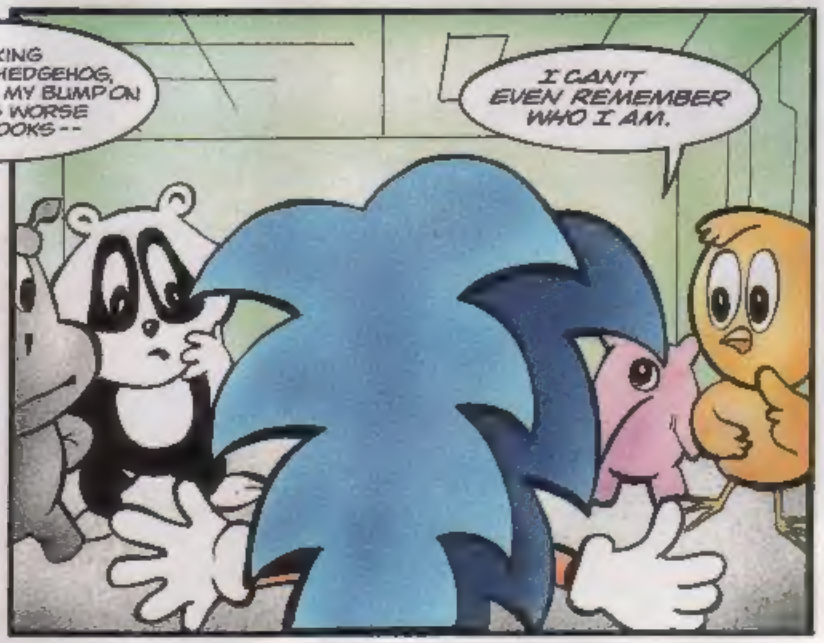

EVEN DEEPER IN THE HIDDEN ZONE...
GET OUR LEADER — GET STEVE OWL!
THE HEDGEHOG'S WAKING UP!


HUH? WHERE AM I? LAST THING I REMEMBER I WAS FIGHTING DOCTOR ROBOTNIK ON HIS NEW SKY FORTRESS.
YOU'RE IN THE HIDDEN ZONE, FRIEND!

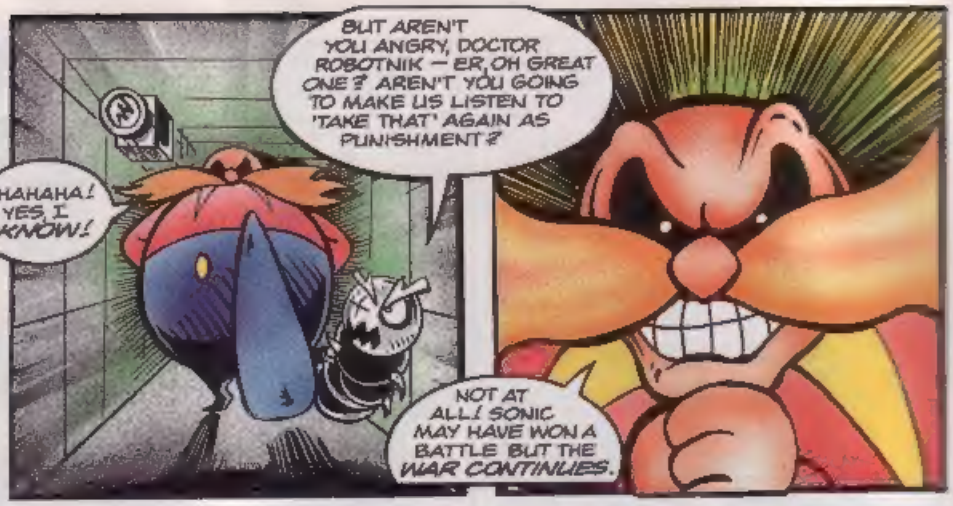

THE HIDDEN ZONE?
THIS IS THE ONE PLACE ON MOBIUS DOCTOR ROBOTNIK WILL NOT FIND YOU. A SAFE HAVEN FOR ALL WHO WISH TO ESCAPE HIS EVIL RULE.

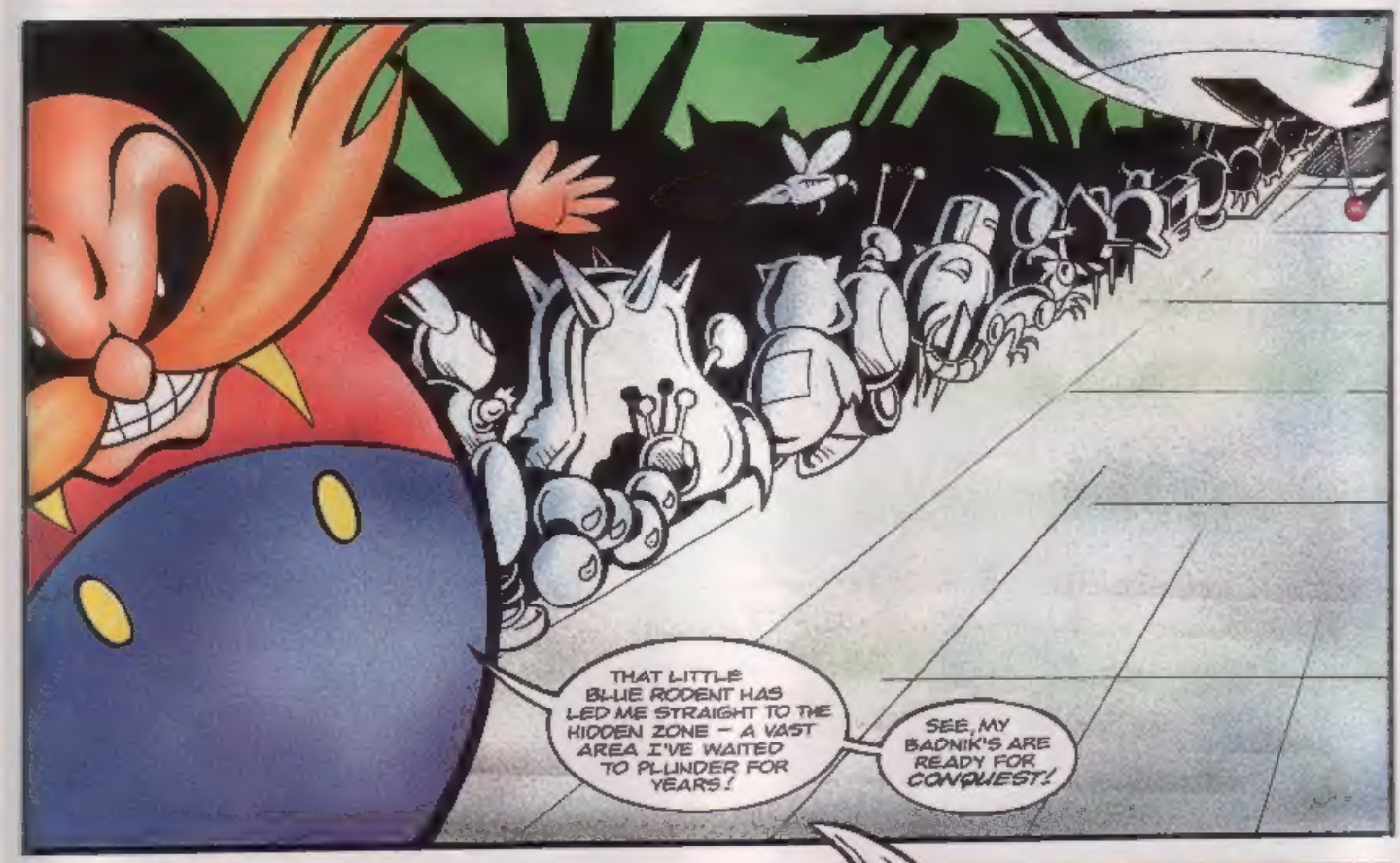
THIS PLACE IS PROTECTED BY A CLOAKING DEVICE — WE WANT TO KNOW HOW YOU MANAGED TO FIND US!

YOU'RE ASKING THE WRONG HEDGEHOG, BIRD-BRAIN! MY BUMP ON THE HEAD IS WORSE THAN IT LOOKS--


I CAN'T EVEN REMEMBER WHO I AM.

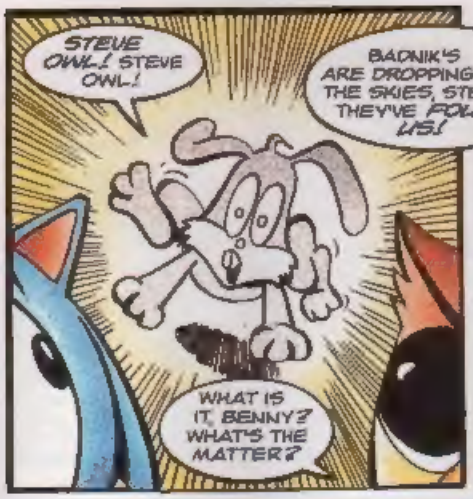
MEANWHILE, ON DOCTOR ROBOTNIK'S NEW SKY FORTRESS.
OUR MISSION WAS A FAILURE, DOCTOR ROBOTNIK. SONIC ESCAPED US YET AGAIN!


BUT AREN'T YOU ANGRY, DOCTOR ROBOTNIK — ER, OH GREAT ONE? AREN'T YOU GOING TO MAKE US LISTEN TO 'TAKE THAT' AGAIN AS PUNISHMENT?
HAHAHA! YES I KNOW!
NOT AT ALL! SONIC MAY HAVE WON A BATTLE BUT THE WAR CONTINUES.

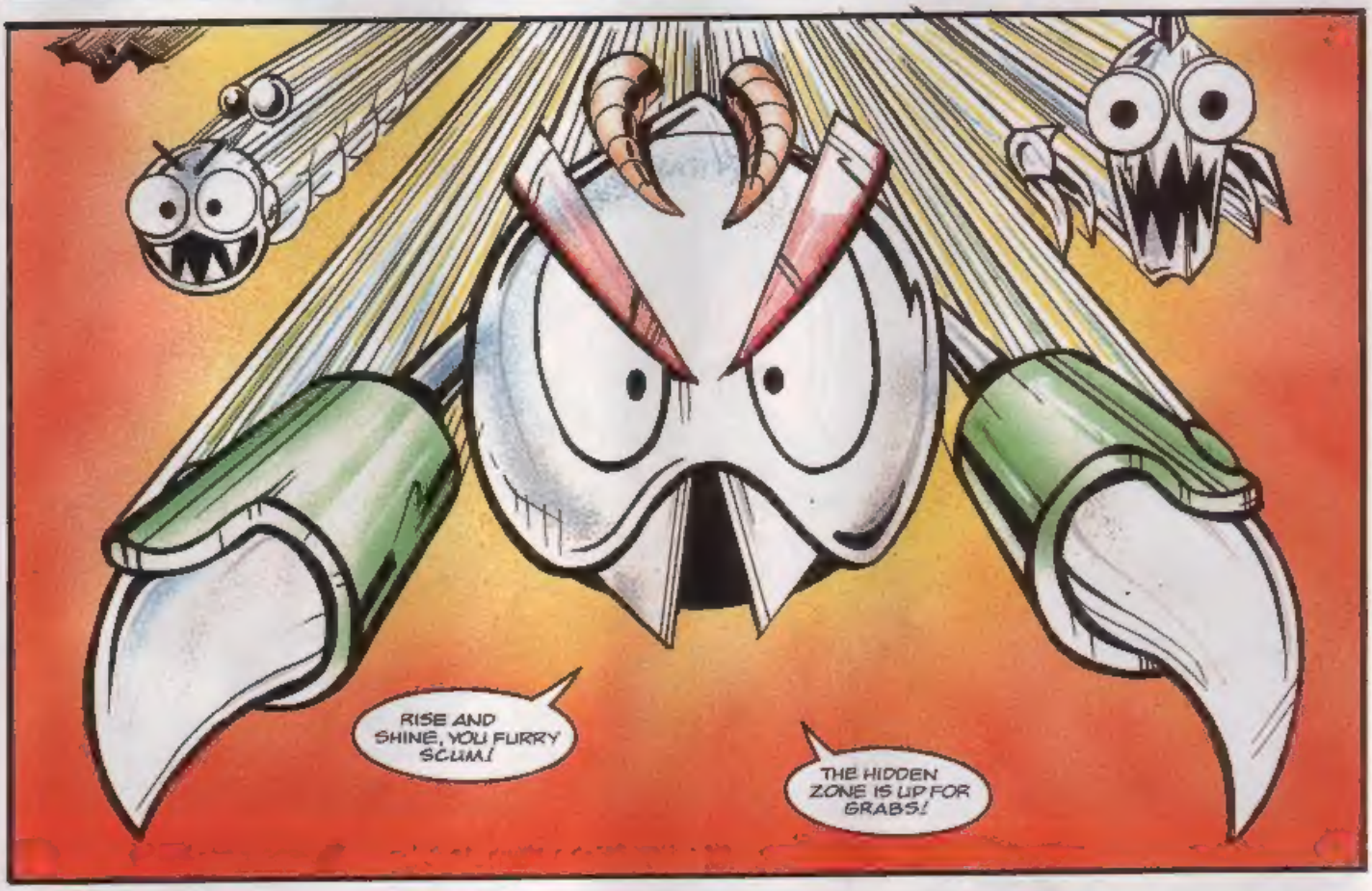

THAT LITTLE BLUE RODENT HAS LED ME STRAIGHT TO THE HIDDEN ZONE — A VAST AREA I'VE WAITED TO PLUNDER FOR YEARS!
SEE, MY BADNIK'S ARE READY FOR CONQUEST!

WHAT DO WE WANT?
AN END TO THE HIDDEN ZONE!
WHEN DO WE WANT IT?
AT THE EARLIEST OPPORTUNITY!

YOU CAN'T REMEMBER ANYTHING BEFORE YOUR FIGHT WITH ROBOTNIK? NOT EVEN YOUR NAME?
NOPE. ALL I CAN REMEMBER IS THAT I WAS SOME TOTALLY COOL DUDE!


STEVE OWL! STEVE OWL!
BADNIK'S ARE DROPPING FROM THE SKIES, STEVE — THEY'VE FOUND US!
WHAT IS IT, BENNY? WHAT'S THE MATTER?

GOOD GRIEF!


RISE AND SHINE, YOU FURRY SCUM!
THE HIDDEN ZONE IS UP FOR GRABS!

LOOK OUT!
KROOM!
BDROOM!
HAHAHA! LOOK AT THE LITTLE CREEPS RUN!

KROOM!
WHAT'S HAPPENING, STEVE? WHAT'S GOING ON?
WE'RE UNDER ATTACK! THERE'S NOTHING YOU CAN DO!

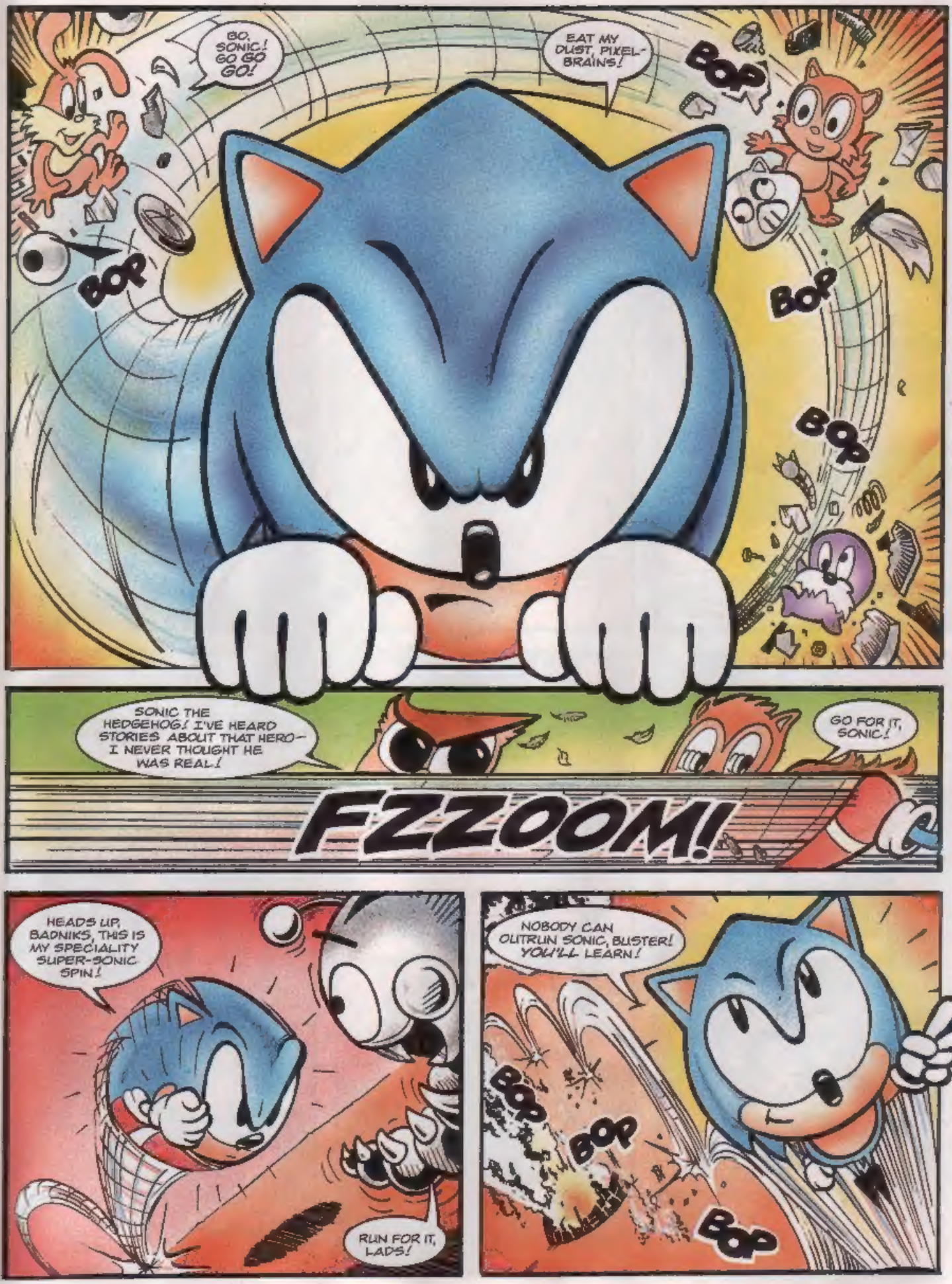
COME ON, CUTIES — WE JUST WANT TO TURN YOU INTO EVIL ROBOTS! IT DOESN'T HURT...
TOO MUCH!

HAHAHAHA!
VADOOM!

IF ONLY I COULD REMEMBER WHO I WAS! I'M SURE I COULD LICK THIS LOT!
TOO LATE NOW! WE'RE DONE FOR!

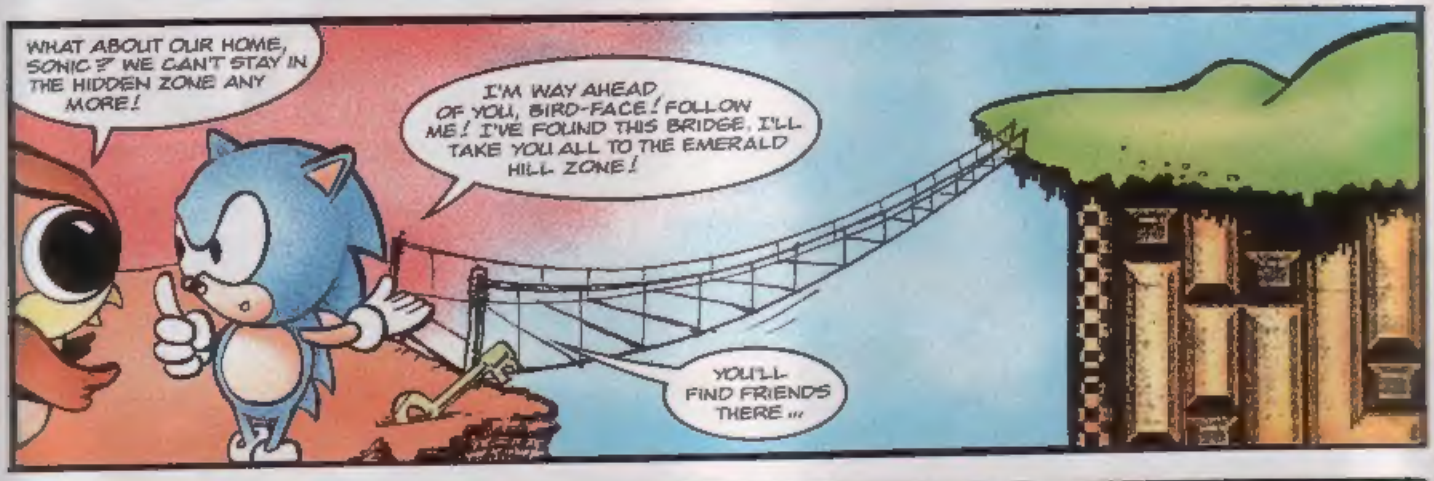
YOU PEACE-LOVING LITTLE PIN-HEADS! I WOULD HAVE EXPECTED MORE OF A FIGHT FROM SONIC THE HEDGEHOG!

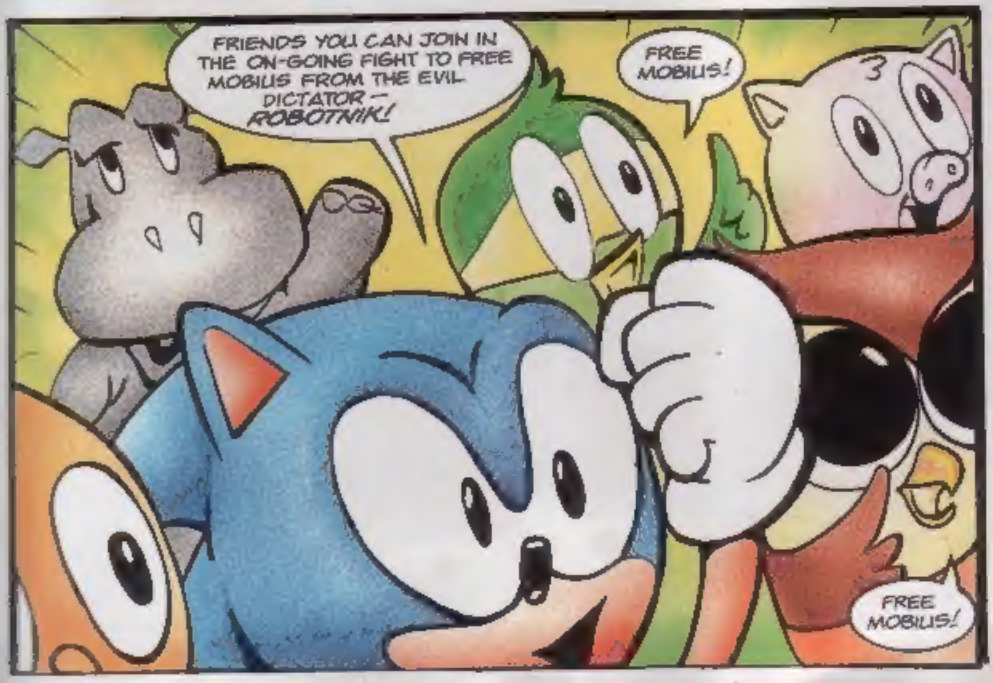
SONIC THE HEDGEHOG! THAT'S IT! YOU JUST SAID THE MAGIC WORDS, CREEPO!


GO, SONIC! GO GO GO!
EAT MY DUST, PIXEL-BRAINS!
BOP
BOP
BOP
BOP
SONIC THE HEDGEHOG! I'VE HEARD STORIES ABOUT THAT HERO— I NEVER THOUGHT HE WAS REAL!
GO FOR IT, SONIC!
FZZOOM!
HEADS UP, BADNIKS, THIS IS MY SPECIALITY SUPER-SONIC SPIN!
RUN FOR IT, LADS!
NOBODY CAN OUTRUN SONIC, BUSTER! YOU'LL LEARN!
BOP
BOP
BOP

TAA-DAA!! BACK TO MY HANDSOME, SUPER-COOL SELF!
HMM. I THINK I PREFERRED HIM WHEN HE WAS CONFUSED!

DON'T KNOCK THE BLUE GUY, PAL. HE SAVED US FROM A ROBOTIC FUTURE!
OIL FOR TEA EVERY NIGHT!
YUK! I HATED IT!


WHAT ABOUT OUR HOME, SONIC? WE CAN'T STAY IN THE HIDDEN ZONE ANY MORE!
I'M WAY AHEAD OF YOU, BIRD-FACE! FOLLOW ME! I'VE FOUND THIS BRIDGE. I'LL TAKE YOU ALL TO THE EMERALD HILL ZONE!
YOU'LL FIND FRIENDS THERE...


FRIENDS YOU CAN JOIN IN THE ON-GOING FIGHT TO FREE MOBIUS FROM THE EVIL DICTATOR — ROBOTNIK!
FREE MOBIUS!
FREE MOBIUS!

"THAT BAD EGG MUST BE BOILING WITH RAGE!"
GRRR. HOW DARE HE POACH MY BELOVED BADNIKS—
ONE DAY I'M GOING TO SCRAMBLE THAT SPIKEY SKUNK — PERMANENTLY!
THAT'S WHAT HE THINKS! JOIN SONIC AGAIN NEXT ISSUE!

REVIEW Zone

Enter the zone that brings you the up-to-the-nanosecond reviews of all the new releases for the Sega games systems.

STC REVIEWERS THIS ISSUE: Vincent Low & David Gibbon.

COSMIC SPACEHEAD

game type: ARCADE ADVENTURE
1 PLAYER

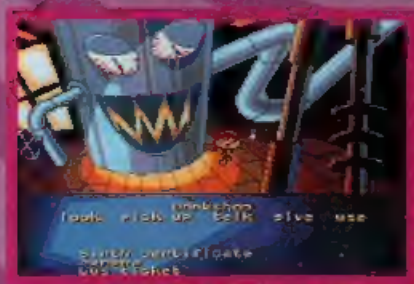
If there's one alien thats very frustrated, it's **Cosmic Spacehead.** Can you believe it? He has just discovered some place called Earth, yet no one on planet Linoleum believes him!

Not to be outdone by setbacks, Cosmic decides to go back to Earth, which is where you come in. You must help Cosmic regain respect by finding a spacecar and a camera, then fly to Earth, take some snaps and return to glory!

The game contains two main parts - the adventure and arcade sections. In the adventure parts, Cosmic can use one of five different options to get further - Pick Up, Talk, Look, Use and Give. An inventory appears at the bottom of the screen, allowing you to see and interact with the objects Cosmic is carrying.

Each adventure section is connected by one of 32 arcade sequences where you control Cosmic directly instead of using commands. Here, you can move him left, right or jump. There are enemies to avoid (they can't be killed) and Cosmic Candy to collect. An extra life will be awarded if 16 pieces of Candy is picked up.

Cosmic Spacehead has all the qualities of an excellent game: addictive, very playable, great graphics, and its entertaining. You can have discussions with people, have your photo taken in the photo booth and even gamble your money in the fruit machine. Cosmic is one cool alien! - DG.



SONIC CHAOS

game type: ACTION
1 PLAYER

The new Sonic game has arrived! **Sonic Chaos** is the latest in the **Sonic** series for the Sega 8-bit systems, the Master System and Game Gear.

So what's new, I hear you ask?

Well, Doctor Robotnik is at it again. But, this time he has managed to hide the six Chaos Emeralds from Sonic.

To find them, Sonic has to speed through six zones, each with three sub-stages and a boss at the end of each third stage.

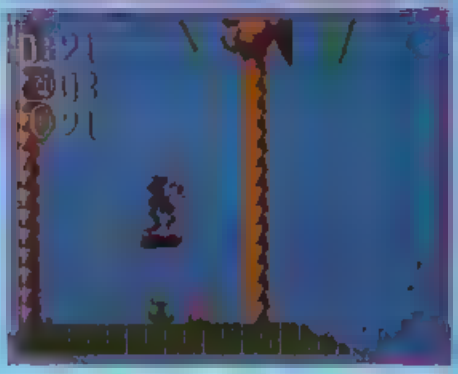
There are two ways to play **Sonic Chaos**; you can choose to be either Sonic or Tails at game start. If you are Tails you cannot collect Chaos Emeralds and you cannot see the game ending, but you can use your Tail to fly around for short periods of time. If you choose Sonic, you effectively enter the hard mode and can do all the necessary things to finish the game.

There are lots of goodies and new moves for Sonic to do. He can collect jet boots and use them to fly for a short time, and there are also pogo pads for Sonic to bounce around on. The courses are a lot more tortuous and tricky than before. There is even a vertical version of Sonic 2's Moebius Strip to roll down.

To get a Chaos Emerald you have to first collect 100 rings and you are then automatically warped to the Chaos stage. Each of the six Chaos stages is different. Some of them are fiendishly cruel and tricky!

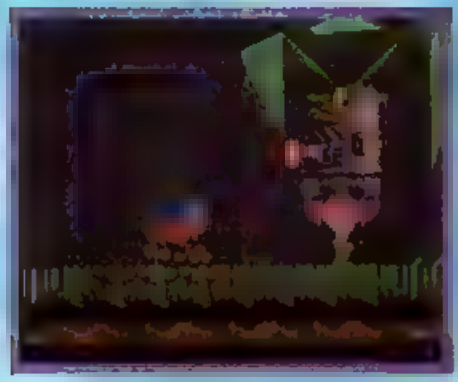
You have a limited time to find each Emerald. The stages vary from flying rocket shoes through massive rings to rolling around mind-numbing pipe sets!

If you do manage to collect all six Chaos Emeralds (and it's not easy) and get through all six stages, you are treated to a real gem of an end sequence. Yes, I claim to be the first person to crack **Sonic Chaos** in Europe! - VL.



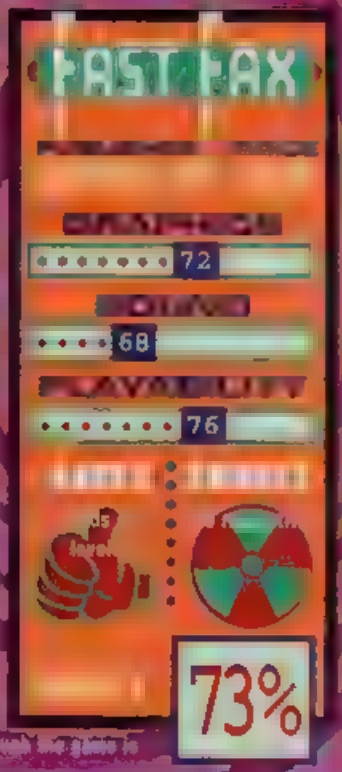
OTTIFANTS

game type: PLATFORM
1 PLAYER



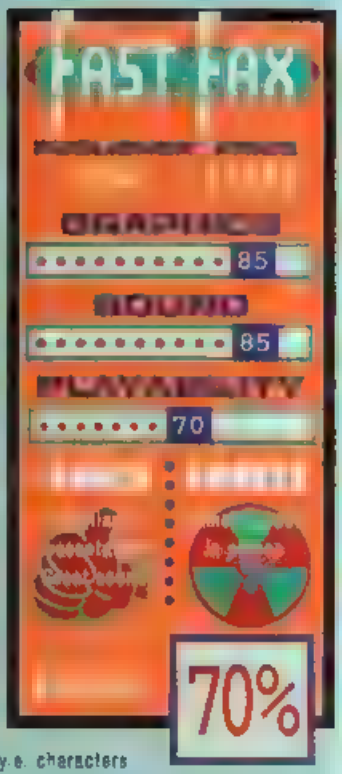
B.O.B.

game type: PLATFORM
1 PLAYER



ASTERIX

game type: PLATFORM
1 PLAYER



Paf! Asterix The Gaul, star of countless superb French comic strips, arrives on the Sega scene.

At 16 Mbit it is one of the bigger games around (all the more room to find those crazy Romans!) and, not surprisingly for such a Euro superstar, features a multi-language option with French and German text.

On starting **Asterix** you can choose from either Asterix or Obelix as the character you want to play. You then have to work your way through each level collecting potions, taking out brutish nasties and solving puzzles.

Depending on which character you choose to play the scene varies. It's not just a case of the same scene with a different main sprite, the levels are actually different! Each character has their own special way of defending themselves. Asterix has a good old fashioned paf em punch, while Obelix can do slam attacks with his big belly and can also thump his enemies.

The game is faithful to the French comic strip with the same presentation style, characters and action with 'Zap' and 'Paf' bubbles when Asterix hits his enemies.

Asterix on the Mega Drive has some of the best graphics you will ever see, plus tunes which have you humming away long after you stop playing the game. A very polished game for the seasoned platformer! - vL

CAN'T EVEN STOP TO THINK
I'LL TELEPORT SUZI OUT OF WHO'S SIDE AND GUESS WHAT HAPPENS NOT ONLY DO I LOSE MY IRON KNIGHT PERSONA BUT NOW I GOT A MANIC METAL MONKEY ON MY BACK
KID CHAMELEON
CHAMELEON
THIS IS SERIOUS FOR THE FIRST TIME SINCE I ENTERED THE GAME I CAN'T TRANSFORM!
HEY WATCH THE HAIR BANANA BREATH!
CHAMELEON!
FTOOM
FTOOM!
BKKOW!
I'VE TAKEN SO MANY HITS FROM THIS BEAR I'VE LOST MY CHAMELEON POWERS

NOW IT'S JUST LITTLE [illegible] CASEY VERSUS THE [illegible] BAD MONSTER
BLDDOOM!
ROD SKATE FURY
AND I WOULDN'T LIKE TO BET ON THE OUTCOME
EXIT
THDDAM!
IF I LOSE HERE I'M NOT SURE I'LL EVER GET OUT OF THIS WORLD SIDE VIRTUAL REALITY
HEY NO ONE LIKES A SMARTY PANTS
THIS THING SPEWING WEAPONS OUT OF THE AIR AND I'M GETTING TIRED AND I'M GETTING SLOW
WHAT WOULD RED STEALTH DO IN THIS SITUATION? HOW WOULD EYECLOPS REACT?
I NEED MICROMAX SPECIAL POWERS OR BERZERKER SPECIAL STRENGTH
THIS IS THE FINAL CHALLENGE I'M DOWN TO MY OWN WITS AND MY OWN NERVE
EAT THIS!

CHAMP!
NOW -- WHILE HE'S OFF BALANCE
HOLD THAT POSE UGLY
SMAKK!
TOTAL WIPEOUT!
YES! I'VE BEATEN THE GAME NOW I'M OUT OF HERE.
MY CONGRATULATIONS CHAMELEON WITH THE GIRL YOU ARE THE ONLY ONE TO LEAVE
VWORP!
VWORP!
ONLY ONE? WHAT DO YOU MEAN?
GAME OVER
WHERE IS SUZI AND WHAT'S HAPPENED TO BRAD?

SUZI
IT'S LATE. HAD TO SLIP OUT OF THE ARCADE BY THE BACK WINDOW. THEY'D LOCKED UP FOR THE NIGHT.
DOWN THE STREET. I FEEL THE WIND AND THE RAIN. REAL WEATHER AGAIN. NO VIRTUAL SHOWERS OR DIGITAL BREEZE.
AND SUDDENLY, BACK IN THE SIDE STREETS, WILD SIDE DOESN'T SEEM NEARLY SO REAL. THE MONSTERS WERE JUST COMPUTER SPRITES. THE VOICE WAS SOME SPEECH SYNTHESISER. EVEN SUZI WAS ONLY A HOLOGRAM.
STATE OF THE ART, LIKE THEY SAID IN THE HYPE. BUT JUST A GAME.
IF YOU'D JUST LIKE TO GIVE US SOME DESCRIPTION OF THE BOY.
WELL, HE'S ABOUT SO TALL. ALWAYS WEARS HIS SUNGLASSES -- EVEN IN THE DARK.
MUM? WHAT'S GOING ON?
CASEY! DO YOU KNOW WHAT TIME IT'S? WE'VE BEEN WORRIED SICK!
I WAS DOWN THE ARCADE PLAYING WILD SIDE. IT'S NEW. IT'S INCREDIBLE.
OH, CASEY. NOT MORE MINDLESS VIDEO GAMES.
I JUST KIND OF LOST TRACK OF TIME.
AND DRAGGING SUZI INTO IT AS WELL. SHE DENIES IT. BUT DON'T TELL ME YOU HAVE NOTHING TO DO WITH HER STAYING OUT HALF THE NIGHT.
HALF THE NIGHT.
WE'VE ONLY JUST GOT HERE. I WAS PLAYING WILD SIDE. IT WAS STRANGE. I THOUGHT I WAS TRAPPED.
LIKE A GOLDEN BIRD IN A NEON CAGE?
EEH. HOW DID YOU

WELL I'M REALLY SORRY TO HAVE BOTHERED YOU, CONSTABLE
WE'RE JUST GLAD HE'S SAFE
YOU HAVE TO LEARN CASEY HOW ARE YOU EVER GOING TO DEVELOP ANY INITIATIVE OR INTELLIGENCE IF YOU SPEND ALL YOUR TIME PLAYING COMPUTER GAMES.
I'M SORRY, MUM
YOU JUST DON'T REALISE WHAT YOU'VE DONE TO ME AND SUZI'S PARENTS. DO YOU? AND I'M SURE BRAD'S MOTHER MUST STILL BE FRANTIC
BRAD'S MOTHER?
BRAD'S MISSING TOO YOU HAVEN'T SEEN HIM?
NO NO NOT SINCE THIS MORNING.
THEN I WAS RIGHT IT'S NO NORMAL GAME IT'S EVIL AND SOMEHOW IT'S TRAPPED BRAD
FAR AS I CAN SEE THERE'S ONLY ONE WAY TO BEAT IT AND ONE PERSON TOUGH ENOUGH
ONLY THE BEGINNING
KID CHAMELEON RETURNS SOON

NEWS Zone

[illegible] BLITZ!

Sega and Sonic reading matter from Virgin

Virgin Publishing (not be confused with Virgin Games, Virgin Interactive, Virgin Records or Virgin Cough Drops), has announced a new line of books catering for Sega and Sonic the Hedgehog fans alike.

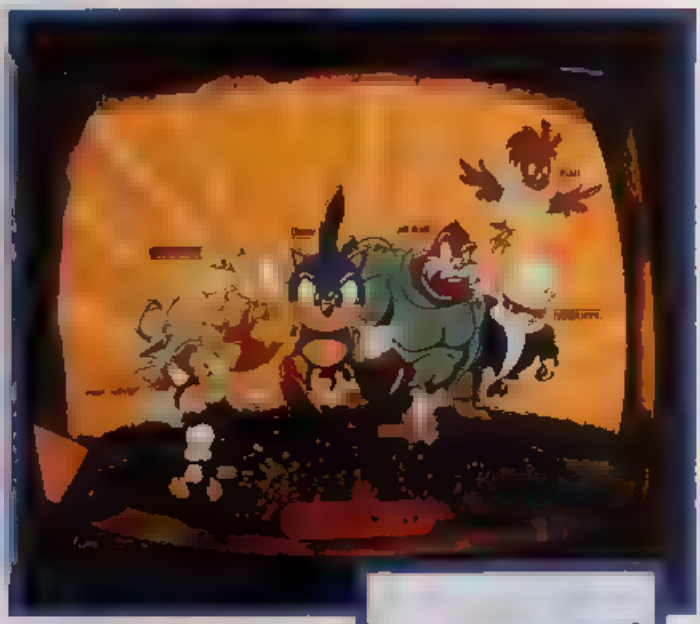
The World's most famous blue hedgehog appears in two new novels; **Sonic The Hedgehog in Robotnik's Laboratory** and **Sonic The Hedgehog in The Fourth Dimension** (£2.99 each). Described as 'totally cool reading', these first two books will be followed by two more Sonic novels in [illegible] and January.

The Official Sega Mega Drive Power Tips Book 2 follows last year's mega-selling 'Power Tips' book with an all-new package of game hints and tips. Mega Drive games in this edition include *Cool Spot*, *Alien 3*, *Road Rash 2*, *Jungle Strike*, *Mortal Kombat*, *Sonic 2*, *Flashback* and about a zillion more. Superbly illustrated with full colour screen shots and maps throughout, this is the book for all you baffled gamesters. It costs £9.99.

More hints and tips, plus reviews of over 250 games for all the main Sega systems, can be found in **Mean Machines: The Essential Sega Guide**. This book, [illegible] as 'The Bible for Mega Drive, Mega CD, Master System and Game Gear owners', is excellent value [illegible] up to £30 off Sega games from Virgin.

These books are available at all good book and game shops but if you'd like to get your hands on them for free, keep your eyes on **Sonic The Comic!**

SONIC THE TV STAR!



[illegible] The Freedom Team'

TV's new look Robotnik. A change for the better?

Sonic's own TV show starts next week!

Sunday mornings are about to get interesting. From next week the animated adventures of a certain super-cool, blue hedgehog will be filling TV screens across the nation as Channel 4 begins the **Adventures of Sonic The Hedgehog**.

This series of half-hour animated shows originated in America features the ongoing battle between Doctor Robotnik and Sonic. Following events similar to those seen in STC's own Sonic series (though in no way connected with this comic), the storyline has Sonic with a price on his head and on the run from Robotnik's 'elite' Super Special Sonic Search and Smash Squad. However he always has time to stop and help out his pals whenever they get in trouble.

The Adventures of Sonic The Hedgehog kicks off on Channel 4 Sunday 7th November at 9.30 am. Miss it not.

THE SHOW IS GO!

FREE tickets to the year's biggest show!

The second Future Entertainment Show is less than two weeks away - and you could be there free, thanks to STC! We have 20 pairs of tickets to give away absolutely free of charge to the first 20 people who ask for them. But you've got to move fast. Scope out the details at the end of this item.

The Future Entertainment Show is Britain's biggest computer and video game show and is a must for all serious gamers.

Sega will be there, along with most of the big name companies. You'll be able to get your hands on the very latest and hottest games, take part in challenges, rub shoulders with celebs and a whole lot more. For example the Future Entertainment Show offers.

The Second Future Entertainment Show

11 - 14 November • London Olympia

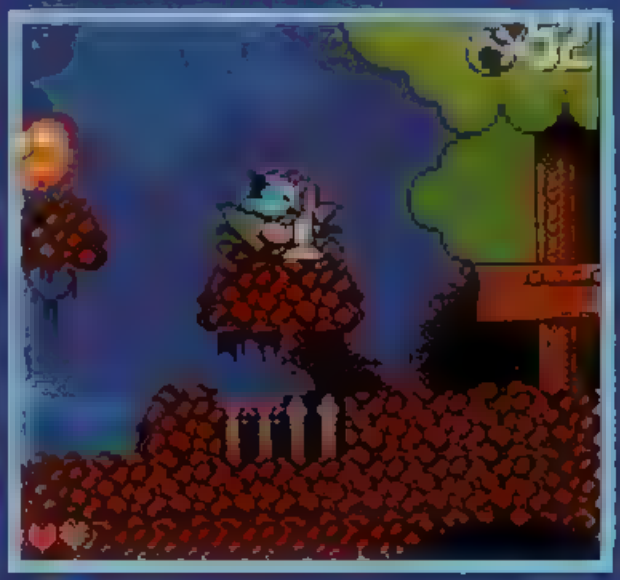
- The world's largest video games arena. A 1,000 square metre area featuring top software houses and their newest products.
- The final of the European Sensible Soccer Championships with the winner receiving two tickets to a European match of their choice.
- The first International Computer Pinball Championships. First prize of a trip for two to the Consumer Electronics Show in Chicago.
- The National Computer Games Championship Final. £10,000 to the winner, £4,000 to the runner-up.
- Radio One FM and GamesMaster broadcasting live from the show.
- Major new hardware and software launches from the top companies.

The FES is on at the Grand Hall, Olympia, London, from 11th - 14th November. Admission is by ticket only. Call the ticket hotline, 051 356 5085, for full details. BUT - you could get in for free. Read on.

ELEPHANT OF STEEL!

Colin [illegible] has been [illegible]

An [illegible] Colin [illegible] latest [illegible] friends [illegible] feat[illegible] in [illegible] where [illegible] trou[illegible] (and [illegible] fug[illegible] in [illegible] Egy[illegible], this elephant has [illegible] spe[illegible] defeat them. After collecting an unlimited sup[illegible] them out his trunk at bullet-speed. [illegible] sticking his trunk into [illegible] Ge[illegible] STC [illegible] app[illegible] stampeding the shop[illegible]



RUSH! RUSH! RUSH!

20 PAIRS OF FES TICKETS TO GIVE AWAY

FREE!

The organisers of The Future Entertainment Show (generous souls that they are) have given STC, 20 pairs of tickets to the show - which we want to give you - for free. Only problem is - there's not much time. The show opens on Thursday 11th November - so it's first come first served. Act now or it may be too late!

WHAT TO DO

Send a first class stamped self-addressed envelope to: STC/FES FREEBIE, 25-31 TAVISTOCK PLACE, LONDON WC1H 9SJ. This must arrive by Friday 5th November at the very latest. That's only six short days from the day this issue of STC goes on sale.

The first 20 requests pulled from the mailsack on that day will each receive a pair of admission tickets to The Future Entertainment Show, which will be immediately posted back to the sender in the SAE provided.

Remember: 1. You must send a stamped self-addressed envelope (standard size). 2. It must have a first class stamp already on it to be sure of the tickets reaching you in time.

Why are you still reading this? The clock's ticking. Get that SAE in the post this minute.

TWO GOOD COPS RESIGNED FROM A CROOKED POLICE DEPARTMENT -- NOW ONE OF THEM MAY HAVE TO PAY WITH HIS LIFE
STREETS OF RAGE
Part 6
WHAT'S THE MATTER, MAX? BREAK SOMETHING?
SOUNDED LIKE A FEW RIBS TO ME OR MAYBE A LEG OR A HIP
HOW ABOUT YOUR HEAD, SCUM?
DAMN!
KRUNGG!
YOU'RE SLOWING DOWN MAX.
YOU WERE FASTER IN THE OLD DAYS.

WEREN'T YOU, 'PARTNER ?
OH MY LORD! MAX S STILL IN THERE, AXEL!
WE VE GOT TO HELP H M
WE CAN T GO NSIDE, BLAZE T S SUICIDE!
MAX HAS TO FIGHT THIS ONE ON HIS OWN!
TRY THIS, 'OLD BUDDY'.
KRAK!
NO!
THE PLANT SHUDDERS - ITS FOUNDATIONS WEAK AND CRUMBLING
DEEPER AND DEEPER THEY TUMBLE
INTO THE HEART OF THE MACHINE
MY BACK

THE CEILING
MISSED US! DON'T WORRY, MAX. I'LL MAKE THIS QUICK!
WE'RE HEADING FOR THE SLAG-PIT, YOU CREEP
THIS IS IT, MAX! THIS IS WHERE I SETTLE THE SCORE, MAX
DON'T COUNT ON IT, SCUM! IF I CAN SHIFT THIS ROCK
THIS IS WHERE YOU GO FOR A HOT BATH!
NO, MAX! NOAAAAAGH!
I'D SURE SHOULD HAVE DONE THAT YEARS AGO!

OVER THERE!
THERE'S SOMEONE COMING OUT OF THE FACTORY.
IS MAX
MAX YOU OKAY BUDDY?
BUT YOU, YOU'RE STILL A COP, WISEGUY--
AND YOU'RE IN BIG TROUBLE!
CAPTAIN WYNDAM
I'LL LIVE THANKS A BUNCH FOR COMING FOR ME
MAX HATCHET AND BLAZE FIELDING ARE UNDER ARREST, AXEL -- THEY'RE EX-POLICE OFFICERS AND THEY JUST BROKE THE LAW
SHUT THE HELL UP!
WHUMMP!
UNGHH!
CONSIDER THAT MY RESIGNATION, FATBOY!
I QUIT!
WHAT ABOUT YOU, MURPHY? ARE YOU JOINING US

SORRY BLAZE, IT'S NOT THAT EASY
HERE TAKE THIS, CAPTAIN--
MURPHY! YOU GOTTA BE KIDDING!
NO JOKE, BLAZE I'M SORRY I'VE GOT A WIFE AND KIDS BACK HOME TO THINK ABOUT.
YOU'RE A DISGRACE, MURPHY A TOTAL LOSER -
TAKE IT EASY BLAZE-
MURPHY'S A GOOD COP HE'LL BE THERE IF WE EVER REALLY NEED HIM
BESIDES, WE'RE GONNA NEED SOME CONTACTS IN THE POLICE DEPARTMENT ONCE WE REALLY GET STARTED.
WH-WHAT DO YOU MEAN, MAX?
ONCE WE GET INTO SOME REAL ACTION!
THIS WAS JUST A WARM-UP! LET'S HIT THOSE STREETS!
THE END--OR THE BEGINNING? COMING SOON--SKATES' STORY!

Q Zone

Q&A SPECIAL

Mega Drive

ECCO THE DOLPHIN

Q Please could you give me advice on how to destroy the Skull on the Welcome To The Machine Level of **Ecco The Dolphin** as I cannot get any further?

A It's great to see STC has a wide readership ages from four to ninety-four! The final guardian isn't as tough as you might think though Nicky. Just try this.

When the Skull appears shoot each eye ten times using Ecco's Sonar. Then ram its Jaw at least three times. To finish it off ram the side of the Skull several times. Also make sure you kill the Squid swimming about so they don't get in the way.

REVENGE OF SHINOBI

Q Do you have a cheat for **Revenge Of Shinobi** on the Mega Drive? Don't give me the ninja to Shuriken cheat as I already know that, but any other help would be greatly appreciated.

A How about a cheat that allows you to keep on gaining extra lives, Will I am? OK here goes.

While in the second stage of level four in the Motor Mill it is possible to gain two lives while losing just one. Shoot at the base of the first conveyor belt using a double shoot and spray jump. A special Musashi symbol will appear. Get onto the conveyor belt and allow it to carry you backwards off the end. You lose one life but gain two. This can be repeated over and over again to build up a decent number of lives.

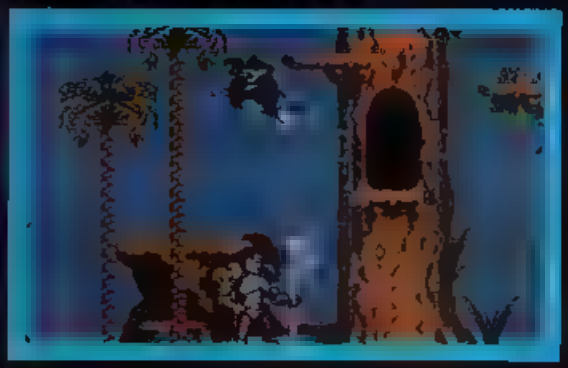
X-MEN

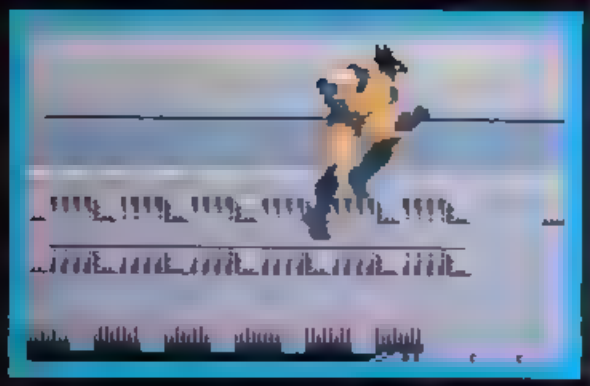
Q In STC issue five, you gave a tip for X-Men on the Mega Drive which allowed access to any level. I cannot find the access panel you mentioned. Please be more specific.
Andrew Daley, Bexley, Manchester.

A Here and, Andrew. I am sorry you couldn't find the access panel, but your wish is my command. For you and everyone else who missed it, I shall repeat the cheat:

When the screen shows 'Press Start Button', hold A, B, C and Down on controller one, then press Start. Now plug controller one into port two. When the picture of Magneto appears, press Start to play.

After you have selected your X-Man, go right to come to the access panel (see screenshot). Each tile represents a level. Just stand in front of your choice and press Down and C. An added bonus – if your health is running low during play – pause, then unpause the game to restore it fully!





FATAL FURY

Q My favourite game on the Mega Drive is **Fatal Fury**. Can you give me a cheat for infinite continues, please?

A Mmm... let me see, Ankit. You're looking for a cheat for this rather average beat-em-up. Ahh, here's one that gives infinite continues.

When you lose a game and the continue screen appears, press Up, A, B and C together. Keep pressing them to increase your credits. See, all you had to do was ask.

SMASH TV

Q I cannot get very far with **Smash TV** on the Mega Drive. Please could you give me a level select as I'm desperate!

A Calm down, David. Fortunately, I have a level skip to get to any of the levels in the game.

On level one, press Up, Down, Up, Down, Left, Right, and Left to leap up to the Mutoid man. Then, press Down, Down, Left, Right, Up, Up, Right, Left, Down, Up, and Down.

ROLO TO THE RESCUE

Q My mum bought me a Game Genie but when I entered the code for **Rolo To The Rescue** it didn't work. Do I need a special code to enter first? Please, please help!

A Sorry to hear you're having trouble, Ashley. But you are correct in thinking a master code must be entered first. Try this:

Start by entering R19TR60L, then ACLAAAGJ, and AK6AAA3Y. You should now be invincible with infinite lives.

As a last resort, and for everyone else that owns **Rolo**, here's an ordinary key press cheat that gives you infinite everything, plus a level select. Wait for the title screen, then hold Up, Left, A, and C. Keep them held and press reset. Continue to press the same buttons, and after a few seconds press B.

Master System

BUBBLE BOBBLE

Q We are having real trouble with **Bubble Bobble** on the Master System. I have had the game for over a year, but still can't find the Red Mirror and the Key to get through the final round. Can you help?

A Still playing that old game eh? Well, I have two cheats: a Secret Room, and an answer to your problems! I'm just too good to you.

To make things much easier, start the game and lose all of your lives and continues. Now start a new game and you will find it much simpler to play. But wait, also have the holy water potion.

Enter the password: 3V35NLLE, for a level select.

Reset the game to enter the Secret Room, and select a one/two player start. On the first level, fire bubbles at the first three enemies, but don't burst them. When they turn red, fire bubbles at them again, and repeat fire. After a few seconds, a door will open revealing the hidden room.

The key is essential to Bub's progress. This can be found on level 115. Don't complete the level until a door has appeared. Kill the fire breathers and wait. Enter the door, and the Red Mirror will be yours. Jump through the bottom gap, and as you fall through the top, keep firing bubbles to encase the baddies.

Head directly for the door, avoiding confrontation. On to level 195. Again, head straight for the door. Once through you will see the Green Mirror. Pick up the final icon to prepare for the final guardian.

JUNGLE STRIKE

Q I am getting **Jungle Strike** on the Mega Drive this Christmas as a present. Could you give me a cheat or level codes?

A Unfortunately, Paul, there are no cheats available as yet. However, I can offer you a complete list of all the passwords.

LEVEL	PASSWORD
1	[illegible]
2	9WT7NHCFVNY
3	X7NL4SHCYRN
4	VL4S6MGZBVP
5	WS6MHPZF9TJ
6	TMHPGCFDYRL
7	7PGCZJYK3XM
8	NCZJFD3BRWC

Game Gear

COLUMNS

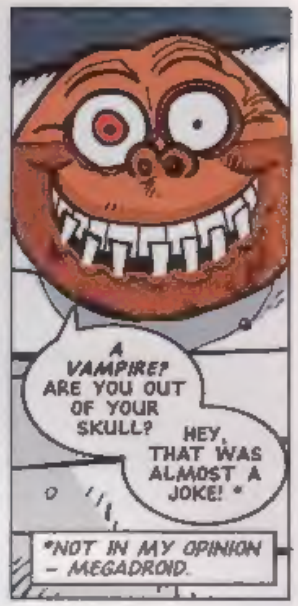
Q I am having great difficulty as I recently bought **Columns** with the Game Gear. Could you give me a cheat?

A Unfortunately, after searching through my thousands of cheats, I couldn't find one to make the game easier. However, I have found an alternative ending.

Go to the Flash mode and select a block starting height of nine. Choose your difficulty level and start the game. Now end the game. When the Flash mode demo finishes, a different ending will follow.

Script and Art Nige Kitching Lettering Steve Potter

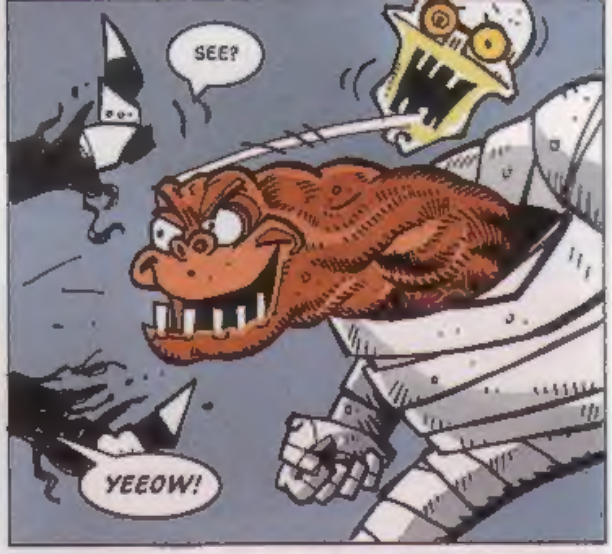
WE'VE GOT TO GET BACK TO THE TOP OF THE CASTLE AND SAVE THE PROFESSOR FROM THE CLUTCHES OF THAT EVIL MAX D. CAP!
WHY?
BECAUSE THE PROFESSOR CREATED YOU, YOU'RE LIKE A SON TO HIM AND HE DESERVES YOUR HELP!
FORGET IT!
PLUS THE FACT THAT IF HE DOESN'T GIVE YOU YOUR ELECTRIC SHOCK TREATMENTS YOU'LL DIE.
WHAT ARE WE WAITING FOR? THE PROFESSOR US!
DON'T WORRY DAD, I'M COMING!
SOON
THAT WINDOW WILL TAKE US STRAIGHT INTO THE CASTLE CRYPT...
NOW IF ONLY WE CAN THINK OF SOME WAY TO BREAK THE BARS
WELL, I'VE BEEN THINKING ABOUT THAT
YOU. YOU WOULDN'T
OH YES I WOULD!
YYAAAAAAA! FELT THAT!
SPLANGG!
YOU REALLY LOVE DOING THAT, DON'T YOU?
WHO ME?

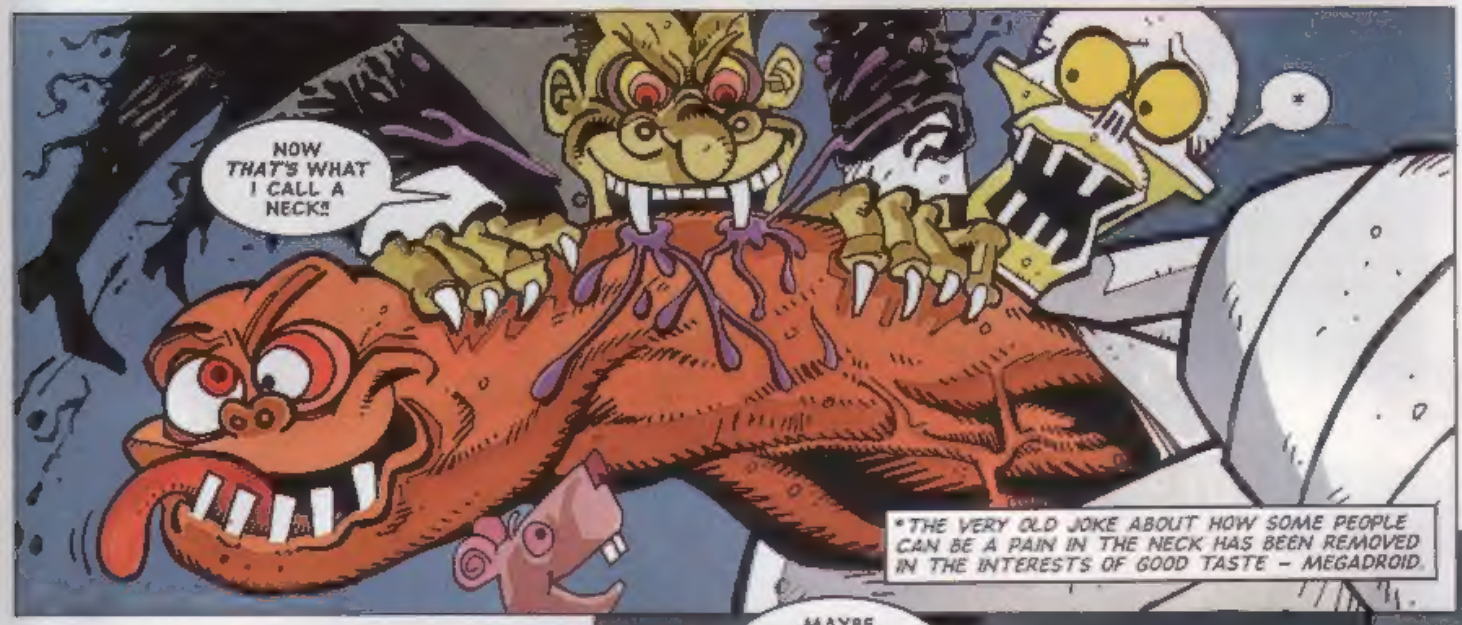


RAAAAGHHHH!!

BLOOD! I NEED BLOOD!

BOY, THIS OUGHT TO LIVEN THINGS UP AROUND HERE!





*THE VERY OLD JOKE ABOUT HOW SOME PEOPLE CAN BE A PAIN IN THE NECK HAS BEEN REMOVED IN THE INTERESTS OF GOOD TASTE – MEGADROID.

NEXT ISSUE : DOOM AT THE TOP

SPEEDLINES

Dash off a letter, draw a quick sketch. In short, sound off to Megadroid about anything you want to do with STC, Sega or the meaning of life as we know it!

Send your letters and drawings to: Speedlines, Sonic The Comic, 25/31 Tavistock Place, London WC1H 9SU.

Write your name, address and Sega system you use (MD, MCD, MS or GG) clearly on your letter or drawing. Every one printed on this page wins a Segasational prize!

Megadroid regrets that drawings cannot be returned or correspondence entered into.

Wide-Eyed And Sonic-Less!

Dear STC,

Why did you say in issue seven that there was a possibility of STC doing a CHUCK ROCK strip? This is impossible because CHUCK ROCK is made by Virgin and STC is an official Sega comic.

William Evans, London. MD and GG owner. Sonic Water Fun Game Winner.

Well, William, although STC is an official Sega comic, the humes in charge are able to consider any characters that appear on Sega game systems. So keep watching these pages - there are big surprises to come.

Splashing Times!

Dear STC,

The first time I read STC was issue seven. I thought it was excellent and I wondered if it would be possible to make a strip about ECCO THE DOLPHIN. Also, could you tell me if it is hard to make comics?

Johnathan Heald, Leeds. Sonic Water Fun Game Winner.

You and thousands of others, Johnathan, have all been asking for ECCO, so stand by to see him surface in the next issue. To answer your last question, I'm sure the humes involved would have you believe that it's tough making comics, but they should try being a droid for a day. They'd really find out what real work is!

Son Of Oldfash?!

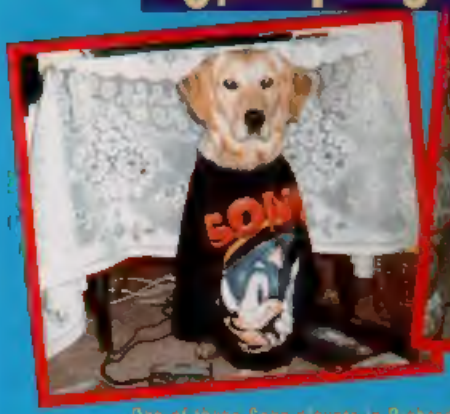
Dear STC,

I will not bore you with "I've been a reader since issue one..." because I haven't. Rather, I am the brother of someone who is the real fan. Anyway, I have a theory as to who Mr Oldfash (STC no. 1) is: just a wizened old couch potato who hates both video games and comic strips. Mind you, I can see where he's coming from. No offence, but your reviews are not as detailed as others - and you have no previews at all. Er, well that's it actually. P.S. Please print this letter because I haven't been famous in my entire life!

Jonathan Harethouse, Weymouth, Dorset. Sonic Water Fun Game Winner.

Infamous would be more appropriate, Jonathan. Are you sure you're not another hume-version of a wizened young couch potato?!

Spot The Sega Player!



One of these Sega players is Richard Clayton of Leicester... and the other is not! Spot the difference? (don't write in!) Both Boomers win Sonic Water Fun Games, but the hairy guy in the black T-shirt must send in his name, address and paw print to claim the prize.

One Track Mind!

Dear STC,

I used to like The Dandy until I saw STC in my newsagents. I thought it looked so brill that I read it all the way home. When I got there, I tripped over the dog and landed on the couch.

Anthony Laven, Liverpool. Sonic Water Fun Game Winner.

At least there was a soft landing, proving you're a lot luckier than the dog!

Get in Print + Win a Prize!

It's true! Every letter and drawing printed on this page wins a Segasational prize! One of these fabulous **Tomy Sonic The Hedgehog Water Fun Games** can be yours. Fill it with water and pump the button to see if you can help Sonic catch all the power rings. It's challenging, it's portable, it's fun and it's wet!

The **Sonic Water Fun Game** is just part of a range of megaticious Sonic products from Tomy which can be bought at toy shops and department stores. If you have problems finding a stockist in your area phone the Tomy Care Line on 0703 672261.

NEXT ISSUE

IS **13** YOUR UNLUCKY NUMBER?
NOT IF YOU'RE READING
SONIC THE COMIC!

NEW!

ECCO THE DOLPHIN

The series you demanded starts next issue!

NEW STORY!

GOLDEN AXE

Axe, Gilius and Tyris are back for a brand-new adventure!

FREE GIFT!

Get your fabulous
STC BELT CLIP FREE
and get recognised wherever you go!

PLUS!

SONIC • DECAP ATTACK •
A MEGA NEW COMPO • TONS MORE!

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DATA STRIP

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London WC1H 9SU

WHO ARE YOU?

Tell us your name, age & address.

NAME.....
ADDRESS.....
.....
.....
.....AGE.....

HOT-SHOTS ONLY!

Enter your high score or achievement here!

GAME.....
SCORE/ACHIEVEMENT
.....
.....
SYSTEM:- (please tick)
MD ☐ MS ☐ GG ☐ MCD ☐

GAME INTO STRIP

What SEGA game would you like to see as a STC strip in the future?

I THINK.....
.....
would make a great comic strip in STC

MEGA HITS THIS ISSUE!

List your three favourite stories in this issue in order of preference

1.....
2.....
3.....

HOW DO YOU RATE ISSUE 12 OF STC?

☐ %